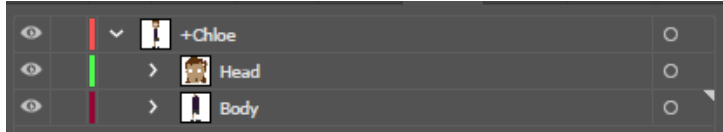


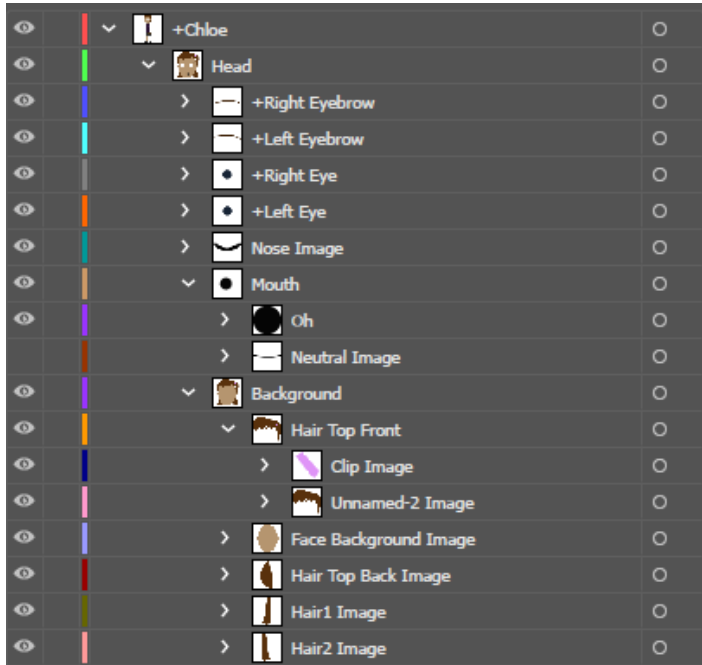
Layer Grouping Cheat sheet

Main Layer Groupings



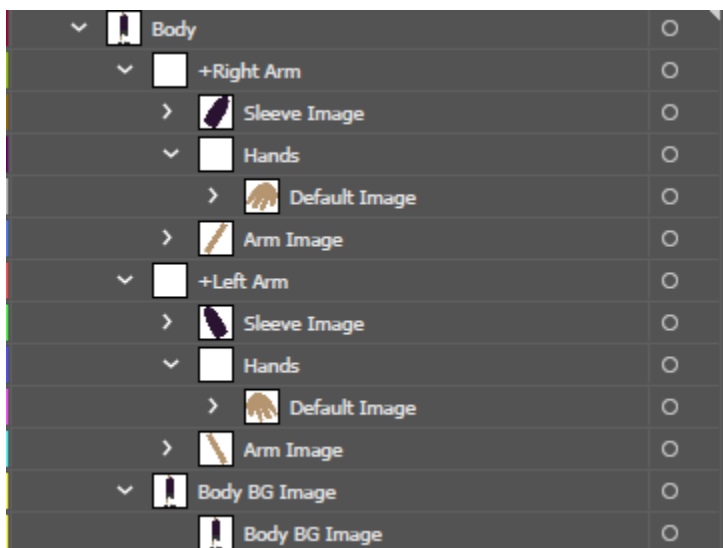
The Name of the character is the main overall group for the project. The character is broken up in to two **sub-**

Head Layer Groupings



The head **sub-group** contains its own **sub-groups** for all parts associated on the head. The **plus sign (+)** indicates parts that will move on their own. So they need to be a **sub-group** of their own.

Body Layer Groupings



Like the head **sub-group**, the Body **subgroup** contains its own **sub-groups** for all parts associated on the body. The **plus sign (+)** indicates parts that will move on their own. So they need to be a **sub-group** of their own. Though only arms are listed with the plus sign, legs could also be separated as its own movable group.

Mouths in Character Animator

To give the appearance of the cartoon talking, Character Animator matches common sounds (Ah, Oh, F, L, etc...) with different mouth drawings. Every time Character Animator “hears” a sound, it toggles off the current mouth and toggles on the correct mouth for that sound.

Here are examples of the basic mouths and their sounds:



“Neutral” & “M”



“F”



“Smile”



“L”



“Surprised” & “Oh”



“R”
(Smaller “Oh” Mouth)



“Aa”



“S”
(Smaller “D” Mouth)



“D”



“Uh”



“Ee”



Second option for “Uh”



“W-Oo”